

In-Game Model Completion List. 4/6/98

Rob Dorney

VEHICLE/BUILDING	HI-POLY	LOW-POLY	LP-ANIMS	LP-TXT	LP-POLYS	LP-POLYS (inc fig.)
Small Hoverboard	Y	Y	Y	19 Kb	126†	488*
Small Digger (Heli-truck)	Y	Y	Y	26 Kb	98	460*
Small Truck	Y	Y	Y	27 Kb	143	505*
Small Mobile Weapons Platform	Y	Y	Y	32 Kb	132	445*
Small Catamaran	Y	Y		42 Kb	135	-
Small Helicopter	-	-	-	-	-	-
(Medium) Walker Digger	Y	Y	Y	66 Kb	193	-
(Medium) Bulldozer	Y	Y	Y	61 Kb	259†	-
Large Digger	Y	Y	50%	81 Kb	320†	-
Large Catamaran	Y	Y	50%	58 Kb	241	407*
Large Mobile Weapons Platform	Y	Y	-	62 Kb	192	-
Large Helicopter	Y	Y	Y	57 Kb	326/152**	-
Barracks	Y	Y	-	41 Kb	80	-
Crystal Refinery (Ian's design)	-	-	-	-	-	-
Ore Refinery + Storage	Y	Y	-	27 Kb	200†	-
Docks	Y	Y	-	28 Kb	197†	-
Teleportation Center	Y	50%	-	-	-	-
Geological Center	Y	Y	20%	47 Kb	190†	-
Upgrade Center	Y	Y	-	11 Kb	252†	-
Mobile Teleportation Construction	Y	50%	-	12 Kb	79†	-
Gun Tower	Y	Y	-	12 Kb	141†	-
Electrical Fence Construction	NC	NC	-	1 Kb	50†	-

NC denotes that the graphic has apparently been completed but has not been checked over as yet.

† denotes that this is not final and work is continuing to lower this amount.

* denotes that this animation set contains a mini-figure that will need to be swapped out for the appropriate version to suit the situation in-game.

** denotes that there are 2 versions. One for 1st person view, which is the higher value and one for 3rd person views and distant 1st person views which is the more reasonable amount.

This table does not take into account 'upgrades', as they have not been built yet. The details regarding these will be provided later when work upon them has been undertaken.